

NAME **PRONOUNS**

HERITAGE SUBCLASS









Maneuver



Grapple





ACTIVE WEAPONS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.







DAMAGE







Spend a Hope to use an experience or help an ally.



Make a Scene: Spend 3 Hope to temporarily Distract a target within Close range, giving them a -2 penalty to their Difficulty.



GOLD

00000000 HANDFULS



CHEST



RALLY

Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice.

At level 5, your Rally Die increases to a d8.

PRIMARY NAME DAMAGE DICE & TYPE **TRAIT & RANGE** FEATURE **SECONDARY** NAME **TRAIT & RANGE DAMAGE DICE & TYPE** FEATURE **ACTIVE ARMOR** BASE THRESHOLDS BASE SCORE NAME FEATURE

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INVENTORY WEAPON		~	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON		(h) (h)	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				



O Agility, -1 Strength, +1 Finesse, O Instinct, +2 Presence, +1 Knowledge

SUGGESTED PRIMARY WEAPON

Rapier - Presence Melee - d8 phy - One-Handed **Quick:** When you make an attack, you can mark a Stress to target another creature within range.

SUGGESTED SECONDARY WEAPON

Small Dagger - Finesse Melee - d8 phy - One-Handed **Paired:** +2 to primary weapon damage to targets within Melee range

SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3 **Flexible:** +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a romance novel **OR** a letter never opened

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

songbook, journal, etc.

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: extravagant, fancy, loud, oversized, ragged, sleek, wild

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a barkeep, a magician, a ringmaster, a rock star, a swashbuckler

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Who from your community taught you to have such confidence in yourself?

You were in love once. Who did you adore, and how did they hurt you?

You've always looked up to another bard. Who are they, and why do you idolize them?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What made you realize we were going to be such good friends?

What do I do that annoys you?

Why do you grab my hand at night?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte
 traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

∟	Permanently gain one Stress slot.
	Pormanontly gain a +1 honus to two

Permanently gain a +1 bonus to two Experiences.

	Choose an additional domain card of your level or lower from a domain you have
	access to

Permanently gain a +1 bonus to your Evasion.

Take the mastery card of your subclass
only if you have specialization).

Increase your Proficiency by +1.



Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to. Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



NAME **PRONOUNS**

SUBCLASS HERITAGE





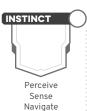




Maneuver







ACTIVE VALE A DONIC



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP



Mark 3 HP







Spend a Hope to use an experience or help an ally.



 $\textbf{\textit{Evolution:} Spend 3 Hope} \ to \ transform \ into \ Beast form \ without$ marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.



GOLD

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CLASS FEATURE

BEASTFORM

Mark a Stress to magically transform into a creature of your tier or lower from the Beastform list. You can drop out of this form at any time. While transformed, you can't use weapons or cast spells from domain cards, but you can still use other features or abilities you have access to. Spells you cast before you transform stay active and last for their normal duration, and you can talk and communicate as normal. Additionally, you gain the Beastform's features, add their Evasion bonus to your Evasion, and use the trait specified in their statistics for your attack. While you're in a Beastform, your armor becomes part of your body and you mark Armor Slots as usual; when you drop out of a Beastform, those marked Armor Slots remain marked. If you mark your last Hit Point, you automatically drop out of this form.

WILDTOUCH

You can perform harmless, subtle effects that involve nature—such as causing a flower to rapidly grow, summoning a slight gust of wind, or starting a campfire-at will.

	ACTIVE WEAPONS		
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FEATURE			
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NVENTORY WEAPON			PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
NVENTORY WEAPON		M. M	PRIMARY	SECONDAR
INVENTORY WEAPON	:	00	: PRIMARY	SECONDAR
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				



TIER 1

AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

Agility +1 | Evasion +2 Melee Agility d4 phy

Gain advantage on: deceive, locate, sneak

Agile: Your movement is silent, and you can **spend a Hope** to move up to Far range without rolling.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.) Instinct +1 | Evasion +2 Melee Instinct d6 phy

Gain advantage on: climb, locate, protect

Companion: When you Help an Ally, you can roll a **d8** as your advantage die.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

Agility +1 | Evasion +3 Melee Agility d6 phy

Gain advantage on: leap, sneak, sprint

Elusive Prey: When an attack roll against you would succeed, you can **mark a Stress** and roll a **d4**. Add the result to your Evasion against this attack.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

Strength +2 | Evasion +1 Melee Strength d8+2 phy

Gain advantage on: attack, sprint, track

Hobbling Strike: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to make the target temporarily *Vulnerable*.

Pack Hunting: When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

Agility +1 | Evasion +2 Melee Agility d4 phy

Gain advantage on: navigate, sneak, swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major or greater damage, you drop out of Beastform.

STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

Finesse +1 \mid Evasion +2 Melee Finesse d6+1 phy

Gain advantage on: attack, climb, sneak

Venomous Bite: When you succeed on an attack against a target within Melee range, the target becomes temporarily *Poisoned*. A *Poisoned* creature takes **1d10** direct physical damage each time they act.

Webslinger: You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily *Restrain* a target within Close range by succeeding on a Finesse Roll against them.

TIER 2

■ ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

Strength +1 | Evasion +1 Melee Strength d8+2 phy

Gain advantage on: dig, locate, protect

Armored Shell: Your hardened exterior gives you resistance to physical damage. Additionally, mark an Armor Slot to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can't perform other actions without leaving this form.

Cannonball: Mark a Stress to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes d12+2 physical damage using the thrower's Proficiency. You can spend a Hope to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

■ POWERFUL BEAST

(Bear, Bull, Moose, etc.)

Strength +1 | Evasion +3 Melee Strength d10+4 phy

Gain advantage on: navigate, protect, scare

Rampage: When you roll a 1 on a damage die, you can roll a d10 and add the result to the damage roll. Additionally, before you make an attack roll, you can mark a Stress to gain a +1 bonus to your Proficiency for that attack.

Thick Hide: You gain a +2 bonus to your damage thresholds.

■ MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

Agility +1 | Evasion +2 Melee Agility d8+1 phy

Gain advantage on: leap, navigate, sprint

Carrier: You can carry up to two willing allies with you when you move.

Trample: Mark a Stress to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take d8+1 physical damage using your Proficiency and are temporarily Vulnerable.

■ STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

Finesse +1 | Evasion +2 Very Close Finesse d8+4 phy

Gain advantage on: climb, deceive, sprint

Venomous Strike: Make an attack against any number of targets within Very Close range. On a success, a target is temporarily *Poisoned*. A *Poisoned* creature takes **1d10** physical direct damage each time they act.

Warning Hiss: Mark a Stress to force any number of targets within Melee range to move back to Very Close range.

■ POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

Instinct +1 | Evasion +3 Melee Instinct d8+6 phy

Gain advantage on: attack, climb, sneak

Fleet: Spend a Hope to move up to Far range without rolling.

Takedown: Mark a Stress to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a Stress.

■ WINGED BEAST

(Hawk, Owl, Raven, etc.)

Finesse +1 | Evasion +3 Melee Finesse d4+2 phy

Gain advantage on: deceive, locate, scare

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Hollow Bones: You gain a -2 penalty to your damage thresholds.



TIER 3

■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

Strength +2 | Evasion +2 Melee Strength d12+8 phy

Gain advantage on: attack, sneak, sprint

Carrier: You can carry up to two willing allies with you when you move.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

Instinct +2 | Evasion +1Melee Instinct d10+7 phy

Gain advantage on: attack, sneak, track

Physical Defense: You gain a +3 bonus to your damage thresholds.

Snapping Strike: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*

■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

Finesse +2 | Evasion +3 Melee Finesse d8+6 phy

Gain advantage on: deceive, distract, locate

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Carrier: You can carry up to two willing allies with you when you move.

■ AQUATIC PREDATOR

(Dolphin, Orca, Shark etc.)

Agility +2 | Evasion +4 Melee Agility d10+6 phy

Gain advantage on: attack, swim, track

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you succeed on an attack against a target, you can spend a Hope to make them temporarily Vulnerable and gain a +1 bonus to your Proficiency for this attack.

LEGENDARY BEAST

(Upgraded Tier 1 Options)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

Strength +2 | Evasion +3 Melee Strength d10+8

Hybrid Features: To transform into this creature, mark an additional Stress. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

TIER 4

MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

Strength +3 | Evasion +1 Melee Strength d12+12 phy

Gain advantage on: locate, protect, scare,

Carrier: You can carry up to four willing allies with you when you move.

Demolish: Spend a Hope to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take d8+10 physical damage using your Proficiency and are temporarily *Vulnerable*.

Undaunted: You gain a +2 bonus to all your damage thresholds.

■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

Strength +3 | Evasion +2 Melee Strength d12+10 phy

Gain advantage on: attack, deceive, scare, track

Devastating Strikes: When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

Massive Stride: You can move up to Far range without rolling. You ignore rough terrain (at the GM's discretion) due to your size.

■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

Finesse +3 | Evasion +4 Melee Finesse d10+11 phy

Gain advantage on: attack, deceive, locate, navigate

Carrier: You can carry up to three willing allies with you when you move.

Deadly Raptor: You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

Agility +3 | Evasion +3 Melee Agility d10+10 phy

Gain advantage on: locate, protect, scare, track

Ocean Master: You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily *Restrain* them.

Unyielding: When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the the following bonuses:

- A+9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

Strength +3 | Evasion +2 Strength Melee d12+10 phy

Hybrid Features: To transform into this creature, mark 2 additional Stress. Choose any three Beastform options from Tiers 1–3. Choose a total of five advantages and three features from those options.



+1 Agility, 0 Strength, +1 Finesse, +2 Instinct, -1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Shortstaff - Instinct Close - d8+1 mag - One-Handed

SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed **Protective:** +1 to Armor Score

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a small bag of rocks and bones **OR** a strange pendant found in the dirt

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: camouflaged, grown, loose, natural, patchwork, regal, scraps

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a firecracker, a fox, a guide, a hippie, a witch

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Why was the community you grew up in so reliant on nature and its creatures?

Who was the first wild animal you bonded with? Why did your bond end?

Who has been trying to hunt you down? What do they want from you?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What did you confide in me that makes me leap into danger for you every time?

What animal do I say you remind me of?

What affectionate nickname have you given me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked character
 traits and mark them.

- Permanently gain one Hit Point slot.
 - Permanently gain one Stress slot.
 - Permanently gain a +1 bonus to two Experiences.
 - Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
 - Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Gain a +1 bonus to two unmarked characte
 traits and mark them.

- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take the specialization card of your subclass.

Increase your Proficiency by	/ +1.
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Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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- Permanently gain one Hit Point slot.
 - Permanently gain one Stress slot.

 Permanently gain a +1 bonus to two
 - Experiences.

 Choose an additional domain card of your level or lower from a domain you have
 - Permanently gain a +1 bonus to your Evasion.
 - Take the mastery card of your subclass (only if you have specialization).
- Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





NAME

HERITAGE

PRONOUNS

SUBCLASS









Maneuver









Deceive



Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.













Spend a Hope to use an experience or help an ally.



Frontline Tank: Spend 3 Hope to clear 2 Armor Slots.

EXPERIENCE

GOLD

HANDFULS BAGS



CHEST

CLASS FEATURE

UNSTOPPABLE

Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it on this sheet in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die value by one. When the die's value would exceed its maximum value or when the scene ends, remove the die and drop out of *Unstoppable*. At level 5, your Unstoppable Die increases to a **d6**.

While Unstoppable, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can't be Restrained or Vulnerable.

	ACTIVE WEAPONS	
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FEATURE		
ECONDARY		
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	ACTIVE ARMOR	
NAME	BASE THRE	SHOLDS BASE SCORE
FEATURE		
	INVENTORY	

NAME	TRAIT & RANGE	DAMAGE	DICE & TYPE
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NVENTORY WEAPON	<u>~</u>	PRIMARY	SECONDAI
FEATURE			
NAME	TRAIT & RANGE	DAMAGE	DICE & TYPE
	•		
NVENTORY WEAPON		PRIMARY	SECONDAI

+1 Agility, +2 Strength, -1 Finesse, 0 Instinct, +1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Battleaxe - Strength Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Chainmail Armor - Thresholds 7/15 - Score 4 *Heavy:* -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a totem from your mentor **OR** a secret key

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: casual, intricate, loose, padded, royal, tactical, weathered

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a captain, a caretaker, an elephant, a general, a wrestler

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Who from your community did you fail to protect, and why do you still think of them?

You've been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?

You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

How did I save your life the first time we met?

-What small gift did you give me that you notice I always carry with me?

-What lie have you told me about yourself that I absolutely believe?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

	Gain a +1 bonus to two unmarked characte traits and mark them.
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- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Gain a +1 bonus to two unmarked characte	9
 traits and mark them.	

- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take the specialization card of your subclass.
- Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Gain a +1 bonus to two unmarked chara traits and mark them.	cter
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- Permanently gain one Hit Point slot.
 - Permanently gain one Stress slot.
 - Permanently gain a +1 bonus to two Experiences.
 - Choose an additional domain card of your level or lower from a domain you have access to.
 - Permanently gain a +1 bonus to your Evasion.
 - Take the mastery card of your subclass (only if you have specialization).
- Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



RANGER × S **BONE & SAGE**

NAME

SUBCLASS









Maneuver

HERITAGE







ACTIVE WEAPONS

PRONOUNS



Deceive



DAMAGE & HEALTH

Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

EXPERIENCE

GOLD

HANDFULS





CLASS FEATURE

RANGER'S FOCUS

Spend a Hope and make an attack against a target. On a success, deal your attack's normal damage and temporarily make the attack's target your Focus. Until this feature ends or you make a different creature your Focus, you gain the following benefits against your Focus:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a Stress.
- When you fail an attack against them, you can end your Ranger's Focus feature to reroll your Duality Dice.

	PROFICIENCY 9000	
RIMARY		
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NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
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NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
NAME	BASE THR	ESHOLDS BASE SCORE
FEATURE		

	INVENTOR	Y		
INVENTORY WEAPON		m m		SECONDAR)
INVENTORY WEAPON	**	00	i PRIMARY	SECONDARY
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON		(h) (h)	PRIMARY	SECONDARY
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				/



RANGER COMPANION



COMPANION NAME	Start at 10
COMPANION NAME	
P	
attack) and record it in the "Attack & Damage" sec COMPANION EXPERIENCE Start with +2 in two Experiences. Whenever you g your companion also gains one. All new Experience Make a Spellcast Roll to connect with your comp	Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can't Hit What You Can't Find
success, you gain advantage on the roll.	roll. On a success with Hope, if your next action builds on their
ATTACK & DAMAGE	TRAINING
Standard Attack Range	When your character levels up, choose one available option for your companion from the following list and mark it here.
Od6	Intelligent: Your companion gains a permanent +1 bonus to a Companion Experience of your choice.
When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of "Ranger's	Light in the Dark: Use this as an additional Hope slot your character
Focus"). On a success, their damage roll uses	can mark. Creature Comfort: Once per rest, when you take time during
your Proficiency and their damage die.	a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.
STRESS	Armored: When your companion takes damage, you can
OTDEO	mark one of your Armor Slots instead of marking one of their Stress.
STRESS:	Vicious: Increase your companion's damage dice or range
When your companion would take any amount	by one step (d6 to d8, Close to Far, etc.).
of damage, they mark a Stress. When they mark their last Stress, they drop out of the	Resilient: Your companion gains an additional Stress slot.
scene (by hiding, fleeing, or a similar action).	Bonded: When you mark your last Hit Point, your companion
They remain unavailable until the start of	rushes to your side to comfort you. Roll a number of d6s
your next long rest, where they return with	equal to the unmarked Stress slots they have and mark
1 Stress cleared.	them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.
When you choose a downtime move that	Aware: Your companion gains a permanent +2 bonus to
clears Stress on yourself, your companion clears an equal number of Stress.	their Evasion.

As a ranger, your keen eyes and graceful haste make you indespensible when tracking down enemies and navigating the wilds.

SUGGESTED TRAITS

+2 Agility, 0 Strength, +1 Finesse, +1 Instinct, -1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Shortbow - Agility Far - d6+3 phy - Two-Handed

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a trophy from your first kill **OR** a seemingly broken compass

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: flowing, muted, natural, stained, tactical, tight, woven

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a child, a ghost, a survivalist, a teacher, a watchdog

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?

Your first kill almost killed you, too. What was it, and what part of you was never the same after that event?

You've traveled many dangerous lands, but what is the one place you refuse to go?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What friendly competition do we have?

Why do you act differently when we're alone than when others are around?

What threat have you asked me to watch for, and why are you worried about it?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked character traits and mark them.
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences.

Choose an additional domain card of your
level or lower from a domain you have

access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

		Permanently gain one Stress slot.
ſ	\neg	Permanently gain a +1 bonus to two

Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take the mastery card of your subclass (only if you have specialization).

Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





NAME **PRONOUNS**

SUBCLASS









Maneuver

HERITAGE









Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.













Spend a Hope to use an experience or help an ally.



Rogue's Dodge: Spend 3 Hope to gain a +2 bonus to your Evasion until the next time an attack succeeds against you. Otherwise, this bonus lasts until your next rest.

EXPERIENCE

GOLD

HANDFULS



CHEST

CLASS FEATURE

CLOAKED

Any time you would be Hidden, you are instead Cloaked. In addition to the benefits of the Hidden condition, while Cloaked you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer Cloaked.

SNEAK ATTACK

When you succeed on an attack while Cloaked or while an ally is within Melee range of your target, add a number of d6s equal to your tier to your damage roll.

Level 1 is Tier 1 Levels 2-4 are Tier 2 Levels 5-7 are Tier 3 Levels 8-10 are Tier 4

	ACTIVE WEAPONS		
	PROFICIENCY O)/	
PRIMARY			
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NAME	TRAIT & RANGE	DAM	AGE DICE & TYPE
FEATURE			
SECONDARY			
NAME	TRAIT & RANGE	DAM	AGE DICE & TYPE
FEATURE			
	ACTIVE ARMOR		
	i		- /
NAME	BASE THRESHO	DLDS	BASE SCORE
FEATURE			

	INVENTOR	RΥ		
INVENTORY WEAPON			PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	
FEATURE				
INVENTORY WEAPON			PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	
FEATURE				



+1 Agility, -1 Strength, +2 Finesse, 0 Instinct, +1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Dagger - Finesse Melee - d8+1 phy - One-Handed

SUGGESTED SECONDARY WEAPON

Small Dagger - Finesse Melee - d8 phy - One-Handed **Paired:** +2 to primary weapon damage to targets within Melee range

SUGGESTED ARMOR:

Gambeson Armor - Thresholds 5/11 - Score 3 *Flexible:* +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a set of forgery tools **OR** a grappling hook

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: clean, dark, inconspicuous, leather, scary, tactical, tight

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a bandit, a con artist, a gambler, a mob boss, a pirate

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

What did you get caught doing that got you exiled from your home community?

You used to have a different life, but you've tried to leave it behind. Who from your past is still chasing you?

Who from your past were you most sad to say goodbye to?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What did I recently convince you to do that got us both in trouble?

What have I discovered about your past that I hold secret from the others?

Who do you know from my past, and how have they influenced your feelings about me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked character
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to. TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

Experiences.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
--	---

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take the mastery card of your subclass (only if you have specialization).

Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to. Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





SUBCLASS









Maneuver

NAME

HERITAGE



NAME

FEATURE





ACTIVE WEAPONS

PRONOUNS



Deceive

BASE THRESHOLDS



BASE SCORE

DAMAGE & HEALTH

Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP



Mark 3 HP





HOPE

Spend a Hope to use an experience or help an ally.



Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

EXPERIENCE

GOLD

BAGS HANDFULS

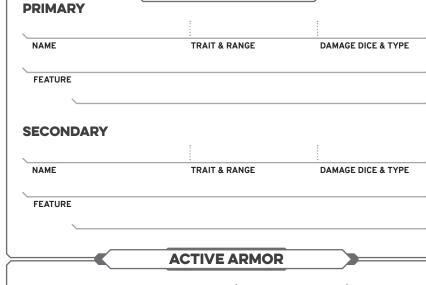


PRAYER DICE

At the beginning of each session, roll a number of **d4s** equal to your subclass's Spellcast trait and place them on this sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.



CHEST



	INVENTOR	PΥ		
INVENTORY WEAPON		(M) (M)	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE DICE & TYPE	
FEATURE				
INVENTORY WEAPON		\bigcirc	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE DAMAGE DICE & TYPE		DICE & TYPE	



0 Agility, +2 Strength, 0 Finesse, +1 Instinct, +1 Presence, -1 Knowledge

SUGGESTED PRIMARY WEAPON

Hallowed Axe - Strength Melee - d8+1 mag -One-Handed

SUGGESTED SECONDARY WEAPON

Round Shield - Strength Melee - d4 phy - One-Handed **Protective:** +1 to Armor Score

SUGGESTED ARMOR:

Chainmail Armor - Thresholds 7/15 - Score 4 *Heavy:* -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a bundle of offerings **OR** a sigil of your god

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: glowing, rippling, ornate, tight, modest, strange, natural

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: an angel, a doctor, an evangelist, a monk, a priest

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Which god did you devote yourself to? What incredible feat did they perform for you in a moment of desperation?

How did your appearance change after taking your oath?

In what strange or unique way do you communicate with your god?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What promise did you make me agree to, should you die on the battlefield?

Why do you ask me so many questions about my god?

You've told me to protect one member of our party above all others, even yourself. Who are they and why?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte traits and mark them.
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to. TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

-	, ,
	Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take the mastery card of your subclass (only if you have specialization).

ш	╝	Increase your Proficiency by +1.
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Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





SUBCLASS









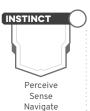
Maneuver

NAME

HERITAGE

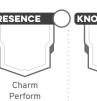






ACTIVE WEAPONS

PRONOUNS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP



Mark 3 HP







Spend a Hope to use an experience or help an ally.



Volatile Magic: Spend 3 Hope to reroll any number of your damage dice on an attack that deals magic damage.

EXPERIENCE

GOLD

HANDFULS BAGS





CLASS FEATURE

ARCANE SENSE

You can sense the presence of magical people and objects within Close range.

MINOR ILLUSION

Make a **Spelicast Roll (10)**. On a success, you create a minor visual illusion no larger than yourself within Close range. This illusion is convincing to anyone at Close range or farther.

CHANNEL RAW POWER

Once per long rest, you can place a domain card from your loadout into your vault and choose to either:

- Gain Hope equal to the level of the card.
- Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

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	PROFICIENCY O	00/
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FEATURE		
SECONDARY		
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NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
	ACTIVE ARMOR	
	:	:
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NAME	BASE THRE	SHOLDS BASE SCORE
FEATURE		

	INVENTOR	Y		
INVENTORY WEAPON		™ ™	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON		@	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE

As a sorcerer, you were born with innate magical power, and you've learned how to wield that power to get what you want.

SUGGESTED TRAITS

0 Agility, -1 Strength, +1 Finesse, +2 Instinct, +1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Dualstaff - Instinct Far - d6+3 mag - Two-Handed

SUGGESTED ARMOR

Gambeson Armor - Thresholds 5/11 - Score 3 *Flexible:* +1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a whispering orb **OR** a family heirloom

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: always moving, flamboyant, inconspicuous, layered, ornate, tight

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a celebrity, a commander, a politician, a prankster, a wolf in sheep's clothing

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

What did you do that made the people in your community wary of you?

What mentor taught you to control your untamed magic, and why are they no longer able to guide you?

You have a deep fear you hide from everyone. What is it, and why does it scare you?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

Why do you trust me so deeply?

What did I do that makes you cautious around me?

Why do we keep our shared past a secret?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked character
traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.
Permanently gain a +1 benus to two

Experiences.

Г	Choose an additional domain card of your
	level or lower from a domain you have
	access to

Permanently gain a +1 bonus to your Evasion.

	Take the mastery card of your subclass
_	' (only if you have specialization).

Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to. Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





NAME HERITAGE

SUBCLASS









Maneuver







ACTIVE WEAPONS

PRONOUNS



Deceive



Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE Mark 1 HP









Spend a Hope to use an experience or help an ally.



No Mercy: Spend 3 Hope to gain a +1 bonus to your attack rolls until your next rest.

EXPERIENCE

GOLD

HANDFULS







CLASS FEATURE

ATTACK OF OPPORTUNITY

When an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critically succeed:

- They can't move from where they are.
- You deal damage to them equal to your primary weapon's damage.
- You move with them.

COMBAT TRAINING

You ignore burden when equipping weapons. When you deal physical damage, you gain a bonus to your damage roll equal to your level.

	PROFICIENCY O	00/
RIMARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYPI
FEATURE		
ECONDARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYP
FEATURE		
	ACTIVE ARMOR	
		:
NAME	BASE THRES	SHOLDS BASE SCORE
FEATURE		

	INVENTORY			
INVENTORY WEAPON	(m)) (D	PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				
INVENTORY WEAPON	łw.	ν ₁ «Μη	□ PRIMARY	□secondar
NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE

As a warrior, you run into battle without hestation or caution, knowing you can strike down whatever enemy stands in your path.

SUGGESTED TRAITS

+2 Agility, +1 Strength, 0 Finesse, +1 Instinct, -1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON

Longsword - Agility Melee - d8+3 phy - Two-Handed

SUGGESTED ARMOR

Chainmail Armor - Thresholds 7/15 - Score 4 *Heavy:* -1 to Evasion

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

the drawing of a lover **OR** a sharpening stone

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: bold, patched, reinforced, royal, sleek, sparing, weathered

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a bull, a dedicated soldier, a gladiator, a hero, a hired hand

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Who taught you to fight, and why did they stay behind when you left home?

Somebody defeated you in battle years ago and left you to die. Who was it, and how did they betray you?

What legendary place have you always wanted to visit, and why is it so special?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

We knew each other long before this party came together. How?

What mundane task do you usually help me with off the battlefield?

What fear am I helping you overcome?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmark traits and mark them.	red characte
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences.
Choose an additional domain card of your level or lower from a domain you have

access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

TIER 4: LEVELS 8-10

At level 8, gain an additional

Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

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Experiences.

Choose an additional domain card of your level or lower from a domain you have

		access to.					
1	\Box	Permanently	y gain a	+1 bonus	to you	r Evasio	n.

Take the mastery card of your subclass (only if you have specialization).

ı		Increase your Proficiency by +1.
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Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to. Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.





NAME

HERITAGE

SUBCLASS





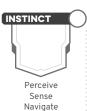




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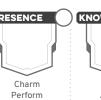






ACTIVE WEAPONS

PRONOUNS



Deceive

Recall Analyze Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.



MAJOR DAMAGE Mark 2 HP



Mark 3 HP





HOPE

Spend a Hope to use an experience or help an ally.



Not This Time: Spend 3 Hope to force an adversary within Far range to reroll an attack or damage roll.

EXPERIENCE

GOLD

HANDFULS







CLASS FEATURE

PRESTIDIGITATION

You can perform harmless, subtle magical effects at will. For example, you can change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

STRANGE PATTERNS

Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a Hope or clear a Stress. You can change this number when you take a long rest.

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NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
FEATURE		
ECONDARY		
NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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	ACTIVE ARMOR	
NAME	BASE THRES	SHOLDS BASE SCORE
FEATURE		

	INVENTOR	Y		
INVENTORY WEAPON		(h) (h)	PRIMARY	SECONDAR
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FEATURE				
INVENTORY WEAPON			PRIMARY	SECONDAR
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NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
FEATURE				



- -1 Agility, 0 Strength, 0 Finesse,
- +1 Instinct, +1 Presence, +2 Knowledge

SUGGESTED PRIMARY WEAPON

Greatstaff - Knowledge Very Far - d6 mag -Two-Handed

Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

AND EITHER:

a book you're trying to translate **OR** a tiny, harmless elemental pet

THEN DECIDE WHAT YOU CARRY YOUR SPELLS IN:

large tomes, tarot cards, etc.

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: beautiful, clean, common, flowing, layered, patchwork, tight

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: an eccentric, a librarian, a lit fuse, a philosopher, a professor

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

What responsibilities did your community once count on you for? How did you let them down?

You've spent your life searching for a book or object of great significance. What is it, and why is it so important to you?

You have a powerful rival. Who are they, and why are you so determined to defeat them?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What favor have I asked of you that you're not sure you can fulfill?

What weird hobby or strange fascination do we both share?

What secret about yourself have you entrusted only to me?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two

Experiences. Choose an additional domain card of your level or lower from a domain you have

access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take the specialization card of your subclass.

Increase your Proficiency by +1.

TIER 4: LEVELS 8-10

At level 8, gain an additional

Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or a	ny from
the previous tier and mark them	

Gain a +1 bonus to two unmarked chara traits and mark them.	cter
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take the mastery card of your subclass (only if you have specialization).

Increase your Proficiency by +1.



Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

DAGGERHEART

NAME

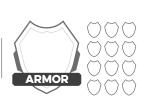
HERITAGE

PRONOUNS











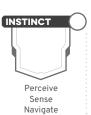


NAME

CHEST

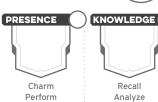
FEATURE





ACTIVE WEAPONS

PROFICIENCY () () ()



Deceive

BASE THRESHOLDS

Recall Analyze Comprehend

BASE SCORE



Add your current level to your damage thresholds.















Spend a Hope to use an experience or help an ally.



HOPE FEATURE

HANDFULS

EXPERIENCE

GOLD 00000000

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BAGS

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NAME	TRAIT & RANGE	DAMAGE DICE & TYPI
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NAME	TRAIT & RANGE	DAMAGE DICE & TYPI
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	ACTIVE ARMOR	

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INVENTORY WEAPON			PRIMARY	SECONDAR
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